OPERATION WOLF LOMBARD RAC RALLY RAMBO III **PREDATOR**

PLATOON LOOK OUT FOR THESE FANTASTIC GAMES FROM



RUN THE GAUNTLET

T.V. competition spectacular Compete as one of the teams in the "Run The

Gauntlet" contest. Your task is to win a whole programme from the spectacular T.V. series with all the exciting events included — battle to retain control of fast moving craft on land and water; power up the assault course dodging explosions, and keep ahead of the competition pacers.

trophies... Run The Gauntlet. THE CHALLENGE

The "Run The Gauntlet" challenge is divided into three events which are picked at random from the

enough ahead to win that most coveted of

segments which can be either on land, water or the hill (assault course). Complete the challenge with the best score and you'll be awarded the

many in store. Each event consists of three

"Run the Gauntlet" trophy. The vehicles you will be competing with are fast and exciting:



VEHICLE

CHARACTERISTICS HOVERCRAFT TRICKY TO HANDLE

SPEEDBOATS **VERY FAST AND** MANOEUVRABLE JET SKIS **FAST WITH VERY TIGHT TURNS**

INFLATABLES MODERATE SPEED METEORS **VERY FAST 2 MAN BUGGY**

BUGGYS **FAST 1 MAN BUGGY** QUADS FAST 4 WHEEL BIKES SUPERCATS AMPHIBIOUS 6 WHEEL ALL-

TERRAIN VEHICLE

LOADING

ATARI ST Switch on the power to the computer and disk drive then insert the DISK into the drive.

This program will then load automatically.

AMIGA 500 Insert DISK 1 in drive A and turn on the computer, the program will then automatically load and run.

AMIGA 1000 Insert the system disk. When the work-bench disk illustration appears, insert DISK 1. The program will then automatically load and run. Please note: If you have a secondary disk drive insert DISK 1 into DRIVE A and DISK 2 into DRIVE B. GAMEPLAY AND CONTROLS CONTROL KEYS UP DOWN LEFT RIGHT SPACE FIRE Or use a joystick-ATARI ST PORT 1 AMIGA PORT 2

THE GAMES Up to three players can compete together with one pacer team. If less than three players

Press up/down to highlight the team you require. Press fire to take the team. You must select at least one team. You may start the game with less than three players by pressing

fire when 'start' is highlighted. After team selection

the organisers will pick three events at random to form your 'Run The Gauntlet Challenge'. Details of the craft used in each event will also be shown. WATER COURSE Inflatables

Craft Types:- Hovercraft, Speedboats, Jet Skis, Each craft has a different course to navigate. Press up to accelerate and left/right to rotate the craft in either direction. Your position on the course is indicated by a flashing point on the map. The other two points are the pacer positions.

The route you should take is indicated by a dotted

Craft Types:- Meteors, quads, buggys, supercats.

line on the map.

Hints and Tips

OFF ROAD COURSE

compete there will be two pacer teams. Each team takes turns to race against two pacers in each segment of the events. SELECTING TEAMS For each player (up to three)

cannons and explosions! Control of the player depends on position on the course. Normal Ground (Running) Press left/right without fire to move left/right. Press fire and up to jump over logs/walls etc.

Keep an eye on the map to anticipate where

· Overtaking is best done on the straights.

Watch out for ground blasts (explosions).

This course comprises rough ground, slippery

logs, water holes, climbing nets, hills, water

bends and hills are.

The Hill (Assault Course)

Hold fire and waggle left/right to increase power. In The Water You must sway left and right to advance through water or mud. Press left to sway to the left. Press right to sway to the right. You must sway fully to each side in turn to make any progress!

following sequence: RIGHT/LEFT/DOWN/UP Each correct position moves part of the body up. **Hints and Tips**

On The Climbing Net

the net. SCORING

awarded 1st Place

2nd

3rd

4th

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three segments is rated and the following points 20 points 15 points 10 points

5 points

Any player finishing last will be disqualified.

Each segment is timed, your total time for the

· Keep an eye on your power meter as this also

relates to your speed. · Try to keep to a rhythm when in the water or on

To make the player climb you must repeat the